



# Centaury Qold Qawker Strike Frigate

## SPECS

Class: Medium Ship  
In Service: 2256  
Point Value:  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 2 Thrust

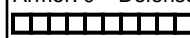
## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: +4  
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 4  
Armor: 0 Defense: 8/10



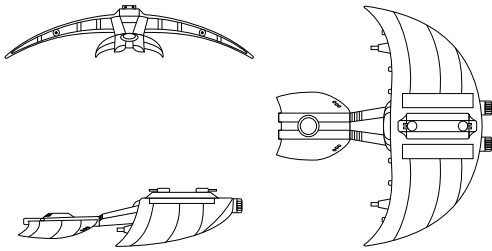
## WEAPON DATA

Heavy Array  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 per turn

Heavy Particle Beam  
Class: Matter  
Modes: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per turn

Twin Array  
Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

Guardian Array  
Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: --/--/+8  
Range Penalty: -3 per hex



**FORWARD HITS**  
1-3: Retro Thrust  
4-5: Heavy Array  
6-8: Hvy Particle Beam  
9-11: Twin Array  
12-17: Structure  
18-20: PRIMARY Hit

**AFT HITS**  
1-8: Main Thrust  
9-17: Structure  
18-20: PRIMARY Hit

**PRIMARY HITS**  
1-7: Port/Stb Thrust  
8-9: Guardian Array  
10-12: Sensors  
13-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship

## SENSOR DATA

Defensive EW

Target #1

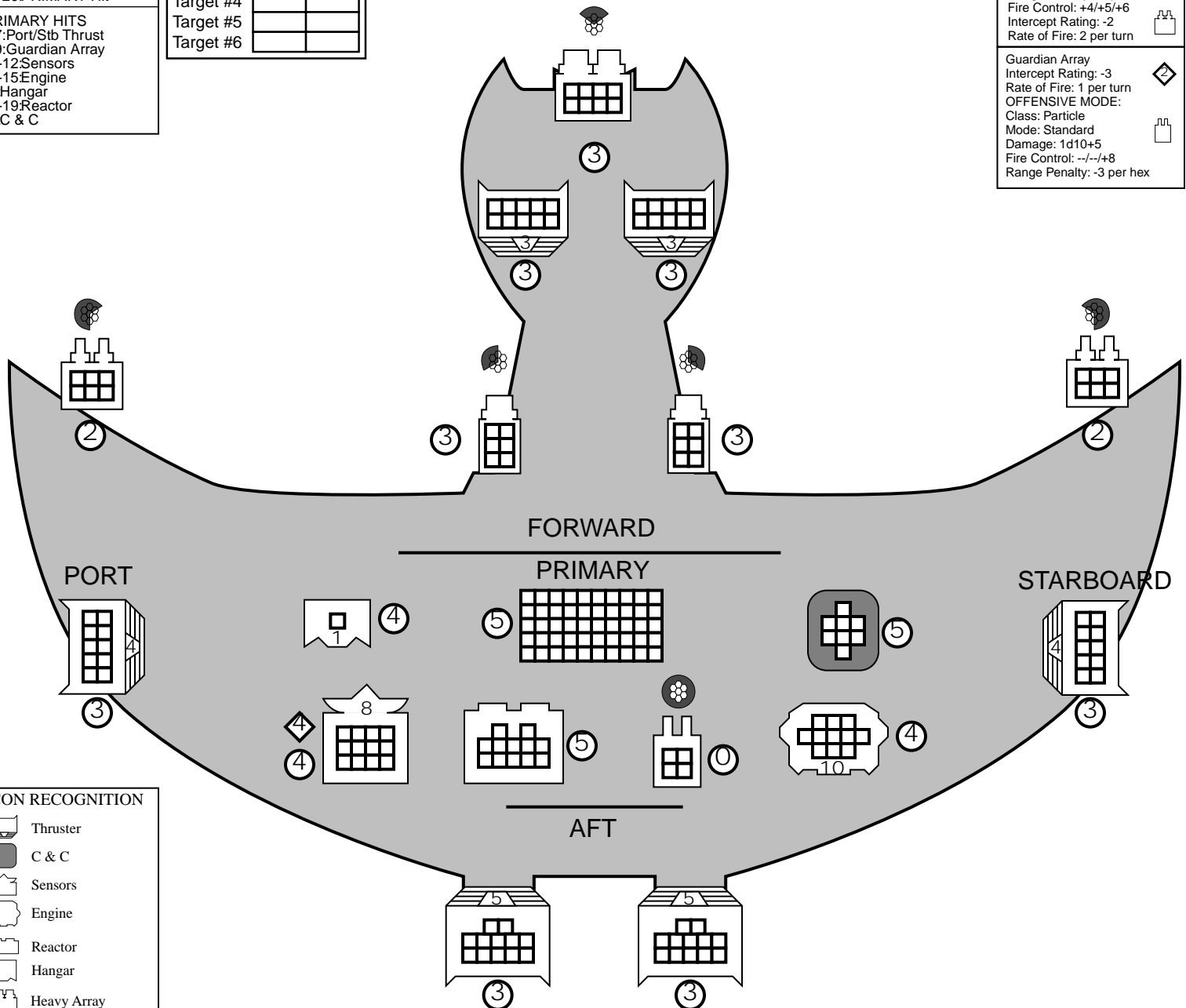
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

